

comprising: supplying a signal from said input device; providing a set of acceleration data in dependence upon said signal; determining a position of the object on the graphical display as a function of said data and displaying the object at said position.

5 **Brief Description of the Drawings**

Embodiments of the present invention will now be described, by way of example, with reference to the accompanying drawings, in which:-

Figure 1 shows a digital television system including a set-top box;

Figure 2 is a schematic diagram of browser;

10 Figure 3 is a flow diagram of the response of a browser to pressing an arrow key;

Figure 4 is a schematic diagram of an acceleration buffer;

Figure 5 is a schematic diagram of an impulse function;

Figure 6 is a flow diagram of updating the position of a pointer every frame;

15 Figure 7 illustrates addition of the contents of the impulse function to the acceleration buffer;

Figure 8 illustrates calculation of the velocity of a pointer and updating the acceleration buffer;

Figures 9a, 9b and 9^c show different impulse conversion functions;

20 Figures 10a, 10b and 10c show acceleration, velocity and relative position of the pointer following a single arrow keystroke;

Figures 11a, 11b and 11c show acceleration, velocity and relative position of the pointer following two arrow keystrokes;

Figure 12 shows the maximum allowable velocity of a pointer relative to its position on the contents page;

25 Figure 13a and 13b show a moving pointer;

Figure 14 shows a browser with a different set of links;

Figure 15 is a flow diagram for predicting which link a user wishes to select;

Figure 16 illustrates a metrics system which is dependent on the direction and speed of a pointer;

30 Figure 17 is a schematic diagram of a contents page and a window viewing part of the contents page;

Figure 18 is an exploded view of a browser window having a plurality of frames

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